

RANGER MANUALINDEX

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RANGER MANUAL
and
STANDARD LIST OF EQUIPMENT

CAMPING SERVICE
Chicago Council, Boy Scouts of America

The Ranger Staff shall consist of a number of Ranger specialists depending upon the size of the Camp. They are directly responsible to their Local Camp Director.

1. Head Ranger is in direct charge of the Ranger Department. He must be at least 21 years of age and having had former Scout Camp experience. He must be able to coordinate and direct the activities of four or more assistants so as to insure good Troop Camping and Patrol System. He must have working knowledge and good teaching techniques of the various BSA requirements, pertaining to camping, conservation, nature and woodcraft. He must have extensive outdoor experiences, such as: canoe trips, hiking trips, pack trips, overnight hikes and all weather camping.
2. Senior Assistant Ranger (to be in charge of the Ranger Department when the Head Ranger is off duty). He should be a minimum of 18 years of age, an Eagle Scout, and Nature Specialist. Should have ability to teach and list all camping, conservation and Nature merit badges to Scouts and adult leaders. All weather camping, hiking and canoe trips experience should be a must.
3. Assistant Rangers (formerly Voyageurs) should be a minimum of 16 years of age, a Life or Eagle Scout, holding Camping, Canoeing, Cooking, Life Saving, Pioneering and some Conservation, Nature Merit Badges. Have ability to teach Second and First Class requirements. He shall help Troops on hikes and canoe trips by being able to demonstrate pack making, camping comfortable in all kinds of weather.
4. Ranger - Craftsman - minimum of 17 years of age, a Life or Eagle Scout, holding Archery, Indian Lore, Leatherwork, and Woodcarving Merit Badges. He must have a working knowledge and be able to teach the making of articles from leather, wood, metal, cow horns and camp gadgets. Understand archery principles and safety rules for the range. You will be in charge of the camp archery range and its up-keep.
5. Ranger - Factor - minimum of 16 years of age. Life or Eagle Scout. Should have considerable camping experience from standpoint of cooking, preparing and packing food, developing menus and recipes. Will be expected to pack food for hikers and canoe trips for Troops leaving camps daily. Making reasonable substitutions where necessary. Be able to work with boys and leaders.

The Ranger Staff shall present and be held responsible for efficient and effective conduct of the outdoor camping program of cooking, craft, hiking, canoe trips and Nature observation within their own and associated camps.

The aims and policies of Troop Camping, as set forth by the Camping Committee, MUST be followed at all times. Should questions arise, your Local Camp Director will be happy to interpret them for you.

Briefly: A Boy Scout in Camp in his own Patrol and Troop under the leadership of his own Scout Leaders operating their own program makes for Troop Camping. To see that these Boy Scouts have a satisfactory Troop and Patrol Camping experience, and to strengthen their Troop and Patrol in its year round operation is the AIM of our Camps and Camp Staffs.

The Ranger Staff shall help and give service to each Troop as a Unit, giving guidance thru the Troop Leadership present at Camp. The amount of guidance given will be determined by each Troop's abilities, needs, and desires.

Troop Guide - Every member of the Resident Staff will assume the responsibility for at least one Troop, during its stay at Camp. This shall be a friendly guidance service, assisting the Troop Leadership to promote interest, attain its needs, and to fulfill the desires of Fun, Adventure, and Romance of the Woods.

This appointment shall be made by the Camp Director previous to the Troop's arrival at Camp. (See Form 48, Troop Guide Check List).

The Troop's needs and abilities are usually in direct proportion to its leadership at Camp. Over a period of years a series of studies have been conducted at Owasippe.

As a member of the Resident Staff, you should be aware of them and use them whenever possible. They will aid you in assisting and guiding the Troops and its personnel.

VOLUNTEER LEADERSHIP STUDY OF OWASIPPE

Camp Leadership Experience

- 37% - had no previous long term camp experience
- 37% - had one to four years experience
- 24% - Had five or more years experience

Scouting Leadership Experiences

- 11% - had no previous Scout Leadership experience
- 65% - had one to four years experience
- 24% - had five or more years experience

THE OWASIPPE CAMPERS INTERESTS NEEDS AND ABILITY CAN READILY BE SEEN BY CONSULTING THE FOLLOWING:

- 76.05% - are 11, 12 and 13 years old - Elementary school boys
- 20.49% - are 14 and 15 years old - First and second year high school
- 2.92% - are 16 and 17 years old - Third and fourth year high school
- .54% - are 18 to 21 years old

Ranger ManualSCOUTING ABILITIES - INTEREST AND NEEDS

- 61.59% - are not First Class Scouts - they are in need of Fundamental Scouting helps - NOT Merit Badges
- 38.41% - are First Class Scouts or higher rank - they need Camp Merit Badge help make good Troop specialists and future staff members.

CAMPING EXPERIENCE

- 59.42% - are first year campers - they must learn the how and why of camping comfortable in the open. They must become good citizens of any camping community. They must have fun, adventure and fellowship or they will not return year after year.
- 25.77% - return for a second year
- 10.90% - return for a third year
- 3.43% - return for the fourth and fifth or sixth year

BEFORE CAMP OPENS1. Read Understandingly

- a. Ranger Manual
- b. "Owasippe Legends" and be able to locate the various legendary spots (Being revised)
- c. Chapter I - "Adventuring in Nature" by Betty Price
- d. Chapter VI - "Approach to Leadership" in Nature Recreation by William G. Vinal
- e. Chapter I and II - Games and Recreational Methods by Charles F. Smith
- f. Chapter I - "Games and Game Leadership" by Charles F. Smith
- g. "Story Telling to Live-wire Boys" by George T. Miller
- h. Browse thru Scoutmaster's Handbook, Patrol Leader's Handbook, Handbook for Boys, Scout Field Book, and Explorer Manual so that you will get the feeling of the game of Scouting.

For further aids in becoming familiar with your job, see listed Resource Materials which become part of each Camp's reference library.

Note: Most of these books can be obtained from the Chicago Council, Boy Scouts of America library, or the Chicago Public Library.

2. Attend and participate in Pre-Camp Training sessions in Chicago and in Camp.
3. Have a good practical knowledge of Camping and Hiking, Nature appreciation and Craft. Be able to integrate these skills into a single Scoutercraft experience.
4. Develop ideas and plans for rustic signs and construction projects, etc. List tools and materials needed - (consult your Camp Director as to such needs).

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5. Check inventories with your Camp Director so he may order replacements and needs while in Chicago. This will enable you to have all working materials on hand at opening camp.

DEPARTMENTAL SET-UP - Opening Camp before the Scouts arrive.

1. Clean area, buildings, equipment, nature ponds, nature cages, and storage spaces.
2. Check inventories and requisition needs thru your Camp Director.
3. Secure understanding with your Camp Director on funds available for replacements and additional needs; such as tools, equipment, books and exhibition materials.
4. Secure supply of forms, maps, menus, scratch paper, etc. from Local Camp Clerk.
5. Set up record and file system - plan to keep running account of achievements necessary for your reports. This will be of great aid at the close of the period when making out reports.
6. Develop a list of Camp Services and Troop Projects approved by your Administration Director and Camp Director. These should include Scout, Patrol and Troop.
7. Plan and arrange for some of the following suggested demonstrations.
 - a. Outdoor Cooking - 2nd and 1st Class - Merit Badge. See Merit Badge Pamphlet, "Jack Knife Cookery" by Wilder and "Games and Recreational Methods" by Smith.
 - b. Axemanship (we don't cut standing trees - dead or alive until an O.K. is given by the Director of the Owasippe Scout Camps or Program Director of Owasippe Scout Camps).
 - c. Nature Lore - not technical names but good understandable practical ideas, such as Nature's medicine chest, bird cafeteria, bird lodges, weather station, see "Edible Wild Plants," by Medger; "Adventuring in Nature" by Price; "Nature Recreation" by Vinal; "Weather Handbook" by Lou Williams; Chapter XXI, "Camping and Woodcraft", by Kephart; "Nature in Recreation" by Marguerite Ickis.
 - d. Complete canoe camp - for all weather camping.
8. Arrange your Camp Reference Library. Increase this by adding magazines, pamphlets, books, etc. Do this by ordering thru your Camp Director.
9. Paint identifying Camp color on all hiking gear each year. This enables the return of lost articles to your camp. Do not mark silverware. Beard - Green; Blackhawk - white; Stuart - red; West - blue; Wilderness - black.

On packs and pack cloths, trail tents, shelter halves, pup tents and wanigan boxes include camp name.

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10. Owasippe - Trails ... Their Use and Maintenance ... an excellent Troop or advanced Hikers' group project.

Repaint and brush out trails. Make a spot trail of the proper colored paint. The spots are not to be larger than four inches in diameter, spaced from 300 to 500 yards apart at a height of about five feet. To avoid a messy job, open paint can before using and let paint thicken. This should be a stippling job. In cut-over areas, 4 foot stakes should be driven into the ground and the top four inches painted the proper color of the Trail. (Check with Program Director at the Owasippe Office first).

WE DO NOT BLAZE TREES WITH AN AXE!!

Change of Trail Direction - 2 spots - one above the other - indicates "Caution, Trail Turns." At each cross road a painted board, about two inches wide and eight inches long shall be posted six feet from the ground. This will be of great assistance to those on a "Lost Boy Hunt."

REPAINT OLD SPOTS ONLY

No Trail should follow a well travelled road. Signs should be posted at the start of the Trails, both at Owasippe Lake and at Big Blue Lake Camps. An example of such a sign is:

"This is the Gateway to Fun, Adventure and glories of the Woods, the streams and the lakes of Owasippeland. As you pass along this Trail, enjoy it, observe the beauties of Nature and help to preserve these for the Scouts who are to follow."

GOOD NEIGHBOR POLICY

Good Scouting practice wins us friends and has resulted in the gift of the 40 acres from business men of Whitehall where our White Pine Experimental Plots are located.

The following named locations are absolutely "Out of Bounds" due to unscoutlike conduct and sloppy camping.

1. Fox Lake
2. Spillway (Ehler's Place)
3. Home at foot of Paradise Valley
4. The building and pump at Scott's Gulley
5. The Wolverine Club
6. The fences at Bass Lake.

Authorized Overnight Camping Sites for Owasippe Scout Camps

It has become a traditional responsibility for certain camps to be responsible for certain trails and overnight campsites.

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Let's not be ashamed that Owasippe camped at the following places:

<u>Camp</u>	<u>Trail</u>	<u>Campsites</u>
Beard	Red Blue & Yellow	Headwaters (P) Ergang's Lake (P) Canfield Lake Slab Lake Sturtevent Lake Pine Island Lake
Blackhawk (White River)	Red & Yellow Upper Yellow	White River Lumber Camp ① (P) Britton's Lake Twin Rollaways
Stuart	Blue	Lake Cristol (P) Bass Lake (P) Pottowattomie ② (P) S.W. Corner Little Blue Lake
West	Lower Yellow	40 Acres (P) Deer Meadow (P) Paradise Valley (S) Hinchman's Halfway Camp ③ (P)
Wilderness	Boat	Boat Lake
Each Owasippe Lake Camp has a sector	Owasippe Lake Inner Circle Trail (white)	

NOTE: P - denotes a pump on campsite.

S - spring water MUST be purified (See Boys' Handbook)

Campsites not marked are without drinking water and must be brought by the group or transported by camp concerned.

It is recommended that the Big Blue Lake Camps plan on forwarding all Scouts on overnight and day hikes into the White River Country.

The Program Department of the Owasippe Scout Camps will initiate efforts towards the development of new trails such as:

- A. new other multiple colored trails in order to tie in desirable campsite locations for overnight campers.

DO NOT MOVE OR MAKE NEW TRAILS WITHOUT APPROVAL FROM CHIEF CAMP DIRECTOR

The responsibility of the trail extends to maintenance of the trail, keeping campsites cleaned, and constructing a latrine and refuse pit at principal hiking spots.

Let's develop - camping spots - lean-to's - fireplaces - or some Nature signs, etc. along your trail.

Ranger ManualA GOOD CAMPER IS A FELLOW YOU WILL LIKE TO GO CAMPING WITH AGAIN

Every Scout should be a good "Camper"!

1. Stays on trails.
2. Pumps water with full easy strokes.
3. Washes away from the pump.
4. Cuts only fallen timber.
5. Burns all garbage.
6. Flattens, buries all tin cans - deep.
7. Puts out all fires - DEAD OUT.
8. COURTESY IS THE MARK OF A GOOD SCOUT - People form an impression of the whole Boy Scout Movement by the actions of one Scout. See to it that your actions are a credit to the Boy Scouts of America.
9. RESPECT FOR OTHER PEOPLE'S PROPERTY is a fundamental rule to be followed by every Scout. Vacant buildings are private property. Failure to obey this rule forfeits the privilege of leaving their base camp.
10. CHASED BY A BULL, EH? Well, what were you doing there in the first place? "No trespassing" means you. If you must cross other people's property, common decency says to get the owner's permission.
11. HIGHWAYS ARE FOR HORSES AND CARS. Keep to the trails and byways. If necessary to follow a road, walk on the left side, facing traffic. Step well out of the way of approaching cars.
12. WOODSMAN, SPARE THAT TREE. Never cut a live tree. Cut dead wood only with permission. A good Scout knows HOW and WHEN to use his knife and axe. By his axe, ye shall know him.
13. WE'LL ASSUME THIS SCOUT HAS PERMISSION TO CROSS THE FIELD. But do not cross over barbed wire fences -- crawl under them.
14. OF COURSE YOU DIDN'T MEAN TO LEAVE THE GATE OPEN. If some Tenderfoot was absent-minded enough to do this, at least his Patrol Leader is smart enough to close the gate.
15. HEY, WATCH OUT! Some day that little seedling will be a strong, tall tree, if hikers will keep their eyes open and learn what a good old pal Mother Nature really can be.
16. COULDN'T RESIST THE TEMPTATION to throw a rock at that sign, huh! Let's see what was that about "respect for property" and "does not wantonly destroy property?" 'Nuff said!

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PROCEDURE FOR LOST BOY HUNTS

1. Instruct all Campers when lost to sit down and to avoid becoming panic-stricken - think things out.
2. When you are perfectly CALM, try to find a painted trail marker or a sand or gravel road.
3. Before it gets dark, STOP and build a small well-controlled fire. Get ready to sleep out - get plenty of fire wood.
4. A search party will start out shortly after taps. Listen for whistles or calls and ANSWER THEM.
5. Remember that in these woods there are no animals that will attack or hurt you.
6. Should you come upon a camp or neighbor tell them your troubles and they will help you.

ORGANIZING A LOST BOY HUNT

1. If a boy is missing and unaccounted for at Taps or Bed Check time, notify the Owassippe Office immediately.
2. Prepare several Rangers with Coleman lanterns and whistles.
3. Try to find out where boy was last seen and on what Trails he may be on.
4. The Owassippe Office will assume the direction of the Hunt when necessary.

OPENING THE PERIOD

1. Act as Troop Guide for the Incoming Troops as assigned by the Camp Director (See check list Form 48).
2. Prepare a contribution for opening campfire - skit - song or stunt.
3. Work in cooperation with Camp Director and the Coordinator using Form 58 for suggested schedules.
 - a. Troops going on hikes and their return.
 - b. Schedules of demonstrations.
 - c. Schedule for Rangers to visit and aid Troops in Camp.
 - d. Schedule for Rangers to go with Troops on hikes, canoe trips, bird hunts and star gazes.

THE RANGER PROGRAM IN ACTION

1. With the guidance of the "Plan Book" and the Coordinator, the Scoutmaster in the city begins plans for the Troop's period in Camp. The plans will probably include a couple of nature hikes, star hikes, bird hikes, cook-outs, individual craft projects, overnight hikes, and a Troop project. It may include additional things as well, dependent upon the interests of the boys in that Troop.

PROGRAM OUTLINE FOR TROOP ACTIVITIES

CAMP

TROOP PERIOD DATE

TIME	1ST DAY	2ND DAY	3RD DAY	4TH DAY	5TH DAY	6TH DAY	7TH DAY
MORNING	9:15						
	10:00						
	10:45						
REST HOUR							
	2:00						
	2:45						
	3:30						
	4:15						
	5:00						
TWILIGHT							
EVENING	CAMP-WIDE CAMPFIRE						

PROGRAM OUTLINE FOR TROOP ACTIVITIES

DATE

PERIOD

TROOP

CAMP

TIME	8TH DAY	9TH DAY	10TH DAY	11TH DAY	12TH DAY	13TH DAY
MORNING	9:15					
	10:00					
	10:15					
REST HOUR						
AFTERNOON	2:00					
	2:45					
	3:30					
	4:15					
	5:00					
TWILIGHT						
EVENING					AWARDS CAMPFIRE	

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2. At the first night campfire, the Rangers will present a short skit intended to introduce themselves and to enthuse the Scouts about "hitting the Trail at Owasippe."
3. At the first night Staff meeting more will be done to stimulate the Leaders in getting those Troop plans into shape also to complete in-town plans.

The Head Ranger works with the Coordinator when combining the Leader's programs into the Master Camp Program on the opening night and then follows up to see that each Troop in camp has at least one short hike - also assigns a Ranger as requested by Troop Leader in Camp.

4. On this initial hike with the Troop the Ranger should attempt to do two things:
 - a. Give the Troop a Nature and hiking experience that will enthuse them about getting out into the woods. Suggest using the White Inner Circle Trail around Owasippe Lake. At Big Blue Lake we suggest the Lake Trail - being careful not to trespass on private property at northeastern end of Lake.
 - b. Explore and arouse the interests of each Scout of the group. Then assist wherever possible telling him the right way to get started and the necessary steps to achieve his needs.
5. From here on, it is the responsibility of the Head Ranger and the Coordinator to see that every Troop has a balanced program of hiking, camping, cooking, Nature and craft activities commensurate with its needs, interests, and abilities. It is the responsibility of each Ranger who hits the trail with a Troop to see to it that each Scout and Leader gains something good from the experience. Scouts who are ready for counseling in any requirement should be given particular attention in an attempt to make this a real life experience. Do this thru the Troop Leader present at Camp.

It is the responsibility of the Ranger stationed in Camp to be of service to Scouts and Leaders at all times for counseling. He should be more of a guide to information than instructor - work thru Scout Leaders for better Patrol and Troop Camping for all year round operation.

6. The Ranger assigned to craft will give guidance to the Craft phase of the Ranger Program in Camp and on the trail if necessary. The emphasis should be on rustic construction and pioneer craftsmanship. An opportunity for Troop archery experience should also be provided.
7. The Ranger-Factor will be responsible for the dispensing of foods for trips of all kinds and receiving foods and containers that are returnable. (It may be necessary to substitute foods at times).

He should give guidance to Troop Leaders in menu planning when necessary.

He should insist that Troop Leaders check on the food and menus before going on a trip and sign for it. Return gear in good order and clean, also unused food.

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8. It is the responsibility of each man on the Ranger Staff to add to and to clarify this method of operation by making comments on this sheet as they come to mind. In this way next year will find us even better equipped to do a fine job in the Ranger Program at Owassippe.
9. Rangers on Canoe Trips or on a hike with a Troop should plan a definite program after supper, such as: Nature hike, star gazing, campfire, etc. thru the Troop Leader present using F. 212.
10. Be sure that all Troops understand and use the "Eight Defense Plan" for all Aquatic Activities while on a hike and canoe trips.

GUIDANCE AND INSTRUCTIONAL PROGRAM OF THE RANGERS

1. This MUST be thru the Troop Leadership present at Camp.

Make your program alive, interesting and useful. The Campers (young and old) are here for Fun, Adventure and Romance of the woods.

2. The first aim of the Rangers shall be to give service to a large number of campers not just a few. For small interest groups enlist the aid of volunteers. They will enjoy it if approached in the right way. Use Merit Badge Counselors who are in Camp after consulting your Camp Director.
3. Center your program on the trails and streams. Avoid technical terms and the idea of Nature Study. Develop and stress nature appreciation. Stress conservation of natural resources by "Letting Nature Live."
4. Canoe Trips instruction shall be given by the Ranger going with the trip whenever possible.
 - a. Instruction should include, canoe handling, packing of gear, and all weather camping and clean-up, etc. (See Instructions for Canoe Trips, F. 138).
 - b. Wagon boxes should be packed and ready before the noon meal, except for meat and other perishables, which can be put in the box just before leaving camp. It is the Ranger's responsibility to check this.
5. Hikes -- Field trips and hunts should move along slowly and not attempt to cover too much distance in a short time. The farther and faster you go, the less you observe, learn and enjoy.

Let's name a few hikes as follows: Adventure, camera, bird, exploration, bee hunt, collection, bee-line, conservation, demonstration, destination, starvation, mystery, lost child, sealed orders, signal, star, treasure, track and trail, Indian. These are a few, there are many more. See Patrol Leaders' Handbook, Boy Scouts of America and Scoutleaders' Handbook.

CANOE TRIP UNDERSTANDINGS

Civilization is slowly crowding in upon us, therefore it is extremely important that we have a GOOD NEIGHBOR POLICY.

1. Many of our SET IN - CAMP SITES - and TAKE OUT points are not owned by us and are only LEASED to us provided we keep it CLEAN and GATES CLOSED.
2. Be sure our Scouts use SCOUT-LIKE CONDUCT.
 - a. Staying away from all buildings; wells and springs as many are contaminated. Fill canteens at Camp.
 - b. Have Scouts under control at all times. Watch the LANGUAGE - don't let it slip.
3. Take only allotted canoes (equal number of aluminum and canvas canoes as far as possible). By taking more canoes than you arranged for will cause another Troop to be left short. (You will have to pay for extra transporting of unallotted canoes).
4. Take two paddles for each canoe and two extra paddles per trip.

USE THE GOLDEN RULE

5. The last canoe of any trip should contain extra paddles, First Aid kit, ambroid (for patching), binders twine, and should be manned by the most experienced trip leader. BE PREPARED FOR ANY EMERGENCY.
6. The lead or first canoe should be manned by the 2nd trip leader. He should know his way; set a pace suited for the slowest paddlers of the group. Keep all canoeists in back of him.
7. Study your map and time schedule (F.142b). Aim to be at End of Trip by 9:45 A.M. for first trip out and no later than 10:30 A.M. for the last trip out, thus enabling your group to be back in Camp for lunch. Also, we then haul the canoes back for the afternoon trips going out.

PLAY FAIR

8. Your thoughtfulness and cooperation will mark you as a LEADER.

F. 145 (1500-53) Use: Attach to Forms 138a & b - Canoe Trip Instructions & Map.
Place in Ranger Manual

INSTRUCTIONS FOR TROOP CANOE TRIPS

NOTES: Two small Troops may combine in order to have a full trip. Due to transportation facilities and equipment, we have to limit the trips. See your Coordinator for schedule of trips per camp per day. Local camp allotments (F.142) are only held until the third day of the period.

KEEP THIS FOR YOUR CHECK LIST

DEADLINE Canoe Trip Personnel, Form 138b, must be accepted at the Owasippe Office (Program) by Noon the day before the trip. Unfilled reservations will be given to other Camps after 1:30 P.M.

REFRESHER Day before the trip, the Ranger will review care of equipment, what to bring, how REVIEW to pack, practice of strokes, meaning of white water, snags, making canoe camp. Actual canoeing ability must be demonstrated to Aquatic or Ranger Staffman. In case of upset stay with canoe.

START From Local Camp from 1:00 to 3:00 P.M. according to assignment as determined by the availability of transportation facilities.

FINISH As arranged for.

LEADERSHIP At least one Senior Adult Leader from each Troop. They MUST be expert canoeists and Senior ARC Life Saver; also have knowledge of the Eight Defense Plan, approved by Aquatic Director and Camp Director. A Ranger may be substituted when and if the Troop Leadership is not qualified. However, the adult Troop Leader MUST be on the trip with the Scouts.

SAFETY White River canoeists shall have completed the Canoeing Merit Badge or be a FIRST member of the canoeing instruction group, and able to swim at least 50 yards, be physically fit and checked by the Camp Health Officer. On all other rivers and lakes the swim ability shall be increased to 100 yards or better. Pine River Trip reserved for Senior Scouts Only (14 years of age or older). Please don't ask for exceptions.

GOOD NEIGHBOR POLICY The Scout Law shall be the law of the trip. All twelve parts.

READ AND DISCUSS WITH ALL CAMPERS - POST ON BULLETIN BOARD

- FIRST AID KIT - FROM Doctor ()
 - WANIGAN BOX - FROM Ranger - Cooking gear, eating and serving utensils, trench shovel axe, matches, toilet paper, 60 feet emergency rope. ()
 - FOOD - FROM Ranger - Using hike and canoe trip menus (F.42) order all food from the local Camp Ranger - Suggest two meals, supper and breakfast Food to be packed and ready to go at 11:00 A.M. day of trip. ()
 - PERSONAL NEEDS - A SCOUT IS PREPARED. Canoeists are to wear long trousers (not breeches) sweater, neckerchief, soft soled shoes, long sleeved shirt. Bring canteen, pack or ground cloth, three heavy blankets, mosquito netting, camera, toilet kit, notebook and pencil. (Use duffle bag or waterproof cloth to wrap camping gear). ()
 - FINANCIAL ARRANGEMENTS - Cost of trip to cover transportation charges (White River overnight trips only) \$16.00 - 6 canoes - 15 Scouts - 1 qualified Leader. (Longer trips will cost more). Money to be turned in to Local Camp Clerk who will issue Miscellaneous Receipt marked "Canoe Trip". Miscellaneous Receipt and money turned in with Daily Return to the Owasippe Office. ()
- F. 138a (1500-53) Used by Canoe Trip Personnel, Coordinators, Aquatic & Ranger Manuals

TROOP CANOE TRIP PERSONNEL LIST

This form, properly certified and approved, MUST be at the Owasppe Office (Program) by NOON the day before the trip and accepted by: _____

CAMP NAME _____ Date of Start _____ Date of Finish _____

CANOE TRIP ON _____ River _____

NAME	'Unit'		NAME	'Unit'	
	'No.'			'No.'	
1.			9.		
2.			10.		
3.			11.		
4.			12.		
5.			13.		
6.			14.		
7.			15.		
8.			Qualified		
			Leader		

I have read the Instructions for Canoe Trips (Form 138a) and I shall endeavor to fulfill them to the best of my ability, so as to protect and safeguard those campers in my care. Pine River Senior Scout Canoe Trip must include age of each Scout.

Qualified Leader

Above Campers are physically fit

Camp Health Officer

Above Leaders and Campers are fully qualified.

Approved by: _____

Ranger - Aquatic Staff

Fees paid in full to cover transportation (to be filled in by Camp Clerk).

Amount paid \$ _____. Receipt No. _____ Number of Canoes _____

Number of Scouts _____ Number of Qualified Leaders _____

F. 138b (1500-53) - used by Canoe Trip Personnel, Coordinators, Aquatic & Ranger Manual

Ranger ManualCRAFT PROJECTS FOR TROOPS, PATROLS AND SCOUTS - Guidance to be given by the Ranger.

1. Opportunity for small handicraft projects will be offered, teaching hand skills and enabling campers to take something home.
2. Craft materials will also be available for some Merit Badge work, see "Merit Badge Pamphlets," B.S.A.; "Handicraft" by Lester Griswold; "Indian and Camp Handicraft" by W. Benn Hunt.
3. Tin Can Craft - such as cook kits, etc. See "55 New Tin Can Projects" by Joseph J. Lukowitz; Chapter XIII of "Woodcraft" by Bernard S. Mason.
4. Rustic construction projects -- signs, totem poles, camp furniture, bulletin boards, trail shelters, camp gadgets, bridges along the trails, fences, etc. See "Projects for Scouts" Catalog #3485, BSA; "Rustic Construction" by W. Ben Hunt; "Woodcraft" by Bernard S. Mason.

NATURE PROJECTS - For Troops, Patrols and Scouts. Guidance to be given by the Ranger.

1. Inner Circle Trail for nature walks. For ideas see "Camp Nature Trails" by Wilbur Robbie, Cedar Rapids Area Council, BSA.
2. Logging Trips - Erosion work - tree transplanting.
3. White Pine Experimental Plot in the Forty Acres.
4. Weather Stations - "Weather Handbook" by Williams, Girl Scouts, Inc.
5. Each Troop responsible for upkeep of a pen or cage.

FURTHER INSTRUCTIONAL GUIDANCE SERVICE offered to campers thru their Troop Leadership.

1. Camp Numerals - See Honor's Booklet (F. 80)
2. Proficiency in Craft, Hiking and Nature. See Honor's Booklet (F. 80)
3. Tenderfoot, Second and First Class Requirements. Note: 61.59% of our campers are not First Class Scouts p- they will need help and guidance. See "Handbook for Boys", "Handbook for Patrol Leaders", "Scout Field Book", "Explorer Manual" and "Scoutmasters' Handbook."
4. Merit Badges - See Honor's Booklet (F. 80). We have no authority to change or substitute requirements of a Merit Badge or Rank.
5. Nature Exhibits - Not a natural history morgue. It should be interesting, useful, closely linked to camp activity and Scouting. See Pages 86 to 94 of "Nature Recreation" by Wm. G. Vinal.
6. Nature Games for Scouts - Patrols and Troops. See "Games and Recreational Methods" pages 209 to 262 by Charles F. Smith. "Adventuring in Nature" by B. Price and "Nature Recreation" Chapter X, by Wm. G. Vinal.

Ranger ManualTEACHING PROCEDURES

Scouting is a game; the "play way" is the best way of teaching even though it's harder on the instructor.

ELEMENTS OF GOOD TEACHING

1. Thorough knowledge and understanding of the material to be taught.
 - a. Theoretical - subject matter
 - b. Practical - skills
2. Clear explanation
 - a. Assume the group knows nothing about your subject
 - b. Start at the beginning
 - c. Divide the subject into progressive parts and explain each one in logical sequence.
 - d. Stress the main points and summarize these at the end of the presentation
 - e. Use analogies which relate to the subject matter to possible experience of the group members.
3. Presentation should be interesting in order to secure and maintain attention of the group.
 - a. Relate subject matter to camping problems of the group members
 - b. Point out the personal value to each individual
 - c. Use stories with a point which are related to the topic being discussed
 - d. Use of diagrams on the blackboard, charts, pictures, models, samples and land and water demonstrations.
 - e. Use qualified campers for demonstration purposes.
4. Use all four teaching methods
 - a. Telling lecture -(poorest of all)
 - b. Showing demonstration (land and water) -(next best)
 - c. Doing practice (land and water)
 - d. Checking ... examining
5. Personal attitude of instructor
 - a. Enthusiastic
 - b. patient
 - c. considerate
 - d. courteous
 - e. tactful
 - f. diligent
 - g. impartial
 - h. neat and conservative
6. Voice
 - a. speak loudly enough for everyone to hear
 - b. enunciate clearly
 - c. modulate the voice and vary the tone
 - d. in the outdoors don't pitch your voice higher, but increase volume of natural tone.

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7. Diction

- a. use accurate terminology
- b. adapt terminology and vocabulary to the experience of the group (76.05% are elementary school boys)
- c. explain unfamiliar words and terms
- d. avoid the use of profanity

8. Delivery

- a. talk to and look at your group (stay in front of your group)
- b. avoid reading from notes and outlines as much as possible
- c. keep your eyes away from ceiling, floor and windows, or scenery.
- d. avoid preaching
- e. demonstrate so that every member of the group can see and only demonstrate standard technique
- f. use mass drill of all land and water class practice

9. Stay with the text (it is your only authority - BSA Reference Books)

- a. leave out personal opinions and personal skill interpretations
- b. avoid "I" that and "I" this
- c. tactfully avoid answering non-related questions but refer them to proper authority.

10. Precautions

- a. Avoid nervous habits such as:
 - 1. pacing
 - 2. excessive gestures
 - 3. playing with objects
 - 4. waving papers or text book or clipboard
- b. Avoid being too positive
 - 1. admit when you are in the wrong or in doubt
 - 2. consult text freely (Bsa Reference books)
 - 3. limit the use of always and never
 - 4. don't bluff
- c. Avoid the use of:
 - 1. "Ah's" and And ah's
 - 2. "As you all know", and habits of phrase repetition
 - 3. Voice sounds when you have nothing to say
- d. Avoid:
 - 1. shouting
 - 2. sarcasm
 - 3. unnecessary individual criticism
 - 4. unnecessary attention to favored individuals

A GOOD INSTRUCTOR HAS FULFILLED THE FOLLOWING REQUIREMENTS

- | | | |
|-------------|-----------------|----------------|
| a. patience | c. tolerance | e. punctuality |
| b. judgment | d. perseverance | f. appearance |

Ranger ManualFOUR STEPS IN TEACHING SCOUTING SKILLS

Step 1 - Prepare the Scout

- a. Put him at ease
- b. State the problem and find out what he already knows about it.
- c. Get him interested in learning the skill.
- d. Place in correct position

Step 2 - Present the Skill

- a. Tell, show, and illustrate one IMPORTANT STEP at a time.
- b. Stress each KEY POINT.
- c. Instruct clearly, completely, and patiently, but no more than he can master.

Step 3 - Try it out

- a. Have him do the job - correct errors
- b. Have him explain each KEY POINT to you as he does the job again.
- c. Make sure he understands
- d. Continue until you know he knows

Step 4 - Follow Up

- a. Put him on his own. Designate to whom he goes for help.
- b. Check frequently. Encourage questions
- d. Taper off, extra coaching and close follow-up.

ADULT LEADERS SPECIALIZATION COURSE IN CRAFT

For registered Leaders over 18 years of age who wish credit toward Scouter's Award or the Scoutmaster's Key - Certificate Form #179 to be awarded at Camp upon satisfactory completion.

PURPOSE of this course is to provide a Leader with proper knowledge necessary to instruct his Troop in Second Class and First Class Requirements. (Also, to provide the Leader with the necessary information and ability to start, and supervise individual and Troop craft projects).

WHAT TO DO

1. Instruct your Troop while actually making one small article from each of the following: leather, wood and metal.

CERTIFIED RANGER _____

Date _____

2. Supervise a large project chosen by your Troop, which has been approved by the Ranger, such as canoe racks, canoe paddle rack, stools, tables, camp signs, bulletin boards, totem poles, bridges, etc.

CERTIFIED RANGER _____

Date _____

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3. Demonstrate the use and proper care of the more common tools used in craft, this will include a demonstration of correct sharpening of a knife and axe.

CERTIFIED RANGER _____ Date _____

4. Assist Troop in making Camp gadgets that Scouts can make and use on hikes, such as: tin can cook kits, pack frames, etc.

CERTIFIED RANGER _____ Date _____

5. Have a working knowledge of two of the following reference books, "Handicraft" by Lester Griswold; "55 New Tin Can Projects" by Jos. J. Lukowitz, "Woodcraft" by Mason; "Rustic Construction" by W. Ben Hunt.

CERTIFIED RANGER _____ Date _____

It is recommended that a Specialization Certificate in Craft be issued to:

_____ of Unit _____ as of this date _____

Signed: Ranger _____

Approved: Camp Director _____

NOTE: 1. Make note for period and final report - Form 131

2. Send this recommendation to Owasippe Office to Program Director, who will send it to the Training Committee in Chicago for recording - include with Form #199.

F. 233 (50-53) used by Ranger

SPECIALIZATION COURSE IN NATURE LORE

For registered Leaders over 18 years of age. This course carried credit toward Scouter's Award or Scoutmaster's Key.

Purpose

The purpose of this course is to give a Leader a general knowledge of Nature information with specific attention directed to the First Class Nature requirements and acquaint the Leader with Scouting methods of imparting Nature Lore to members of the Troop.

Certificate

Upon the satisfactory completion of this Course, the Scout Leader will be given a Specialization Certificate in Nature Study, Form #179.

What to Do

With the assistance and guidance of the Ranger, the Leader shall with his Troop, on hikes and field trips do the following:

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1. Trees - be able to identify in the field fifteen species of trees or plants, noting such characteristics as bark, leaves, flowers, fruit and scent and usefulness.

CERTIFIED RANGER _____

Date _____

2. A. Poison Ivy, Poison Oak, Poison Sumac - Find, identify and explain to your Troop, while on a hike, the treatment for exposure, see "Handbook for Boys", BSA.
- B. Edible Wild Plants - Find and identify four different edible wild greens, roots or fruits.

CERTIFIED RANGER _____

Date _____

3. Birds - Identify to your Troop while on field trips or hikes - ten species of wild birds (using Form #53 - Bird Outline) noting such characteristics as plumage, notes, tracks, habits and usefulness. See "Handbook for Boys", BSA.

CERTIFIED RANGER _____

Date _____

4. Native Wild Animals - Identify to your Troop noting characteristic forms, color, call, tracks, habits and usefulness of six native wild animals. See "Handbook for Boys", BSA

CERTIFIED RANGER _____

Date _____

5. Constellations - Identify to your Troop, on a night star hike, or after campfire, the North Star and be able to name and point out at least three constellations of stars, also be able to tell some legends of the stars. See "Handbook for Boys", BSA and "Star Legends Among the American Indians" by Clark Wissler.

CERTIFIED RANGER _____

Date _____

6. Reptiles and Turtles - Identify to your Troop at least five species of each, while on a hike or field trip at Camp. Know and explain to your Troop the treatment of snake bite.

CERTIFIED RANGER _____

Date _____

7. Having a working knowledge on how to find Reference Material by browsing thru the following books: "Adventure in Nature" by B. Price; "Nature Recreation" by Vinal; "Camping and Woodcraft" by Kephart, "Nature in Recreation" by M. Ickis.

CERTIFIED RANGER _____

Date _____

It is recommended that a Specialization Certificate in Nature Lore be issued to:

_____ of Unit _____

as of this date _____.

SIGNED: RANGER _____

APPROVED: CAMP DIRECTOR _____

Ranger ManualNOTE:

1. Make note for period and final report - Form 131
2. Send this recommendation to the Owasippe Office in care of Program Director who will send it to the Training Committee in the Chicago Council Office for recording. Include Form #199.

F. 234 (50-53) used by Ranger

HIKING SUGGESTIONSA GOOD HIKER

Stays on trails
Pumps water with full easy strokes
Washes away from the pump
Cuts only fallen timber
Burns all garbage
Buries all tin cans deep
Puts all fires out - DEAD OUT

Before the Hike - suggested procedures

- A. Hike Planning - Its objectives and purposes (see Scoutmaster's Handbook, Smith's "Games and Game Leadership". See F. 212)
- B. Hiking Menus - (See F.42) For buddy, Patrol and Troop hikes and Canoe trips.
 1. Upon consulting with the Scoutleaders as to menus desired, select and order rations by number and meal at least forty-eight hours in advance (See F. 41)
 2. For those desiring Cooking Merit Badge, each Scout must prepare, cook and serve #3 lunch to at least four Scouts.
 3. Soft foods such as jam, butter, etc., should be wrapped in wax paper and be placed in friction top cans or paper containers.
- C. Equipment - Bring and make your own. Carry only essentials. B.S.A. Reference Books.
 1. Suitable clothing including long pants .. Protection from weather .. Protection for insect pests .. Proper bedding for overnight stays .. cooking gear .. trench shovel .. canteen .. axe .. map .. packs .. proper shoes and stocking .. binder twine .. toilet paper.
 2. Demonstrate packing of equipment .. adjusting pack to the wearer.
 3. First Aid Kits to be obtained from the Camp Medical Officer and returned to him at the end of hike. Be polite but firm in requiring that all injuries, however slight, be taken care of by the Camp Medical Officer upon return to camp.

OUT OF CAMP TRIPS PROGRAM PLANNING

TROOP NO. _____ DESTINATION _____ Leave after B _____ L _____ S _____
 DATE _____ Via _____ Trail, Return by _____ Trail.
 Hike Menus checked by _____ Equipment checked by _____

BEFORE THE HIKE

(Patrol Leaders and Troop Leader in charge decide the following)

1. Objectives, purpose and type of trip _____

ON THE TRIP Check out with Ranger

Formation, distance and pace - poison ivy - drinking water - Good Neighbor
 Policy - deserted buildings - rest period (if you don't know ask your Ranger, Smith's
 "Games and Game Leadership", or Scoutmasters' Handbook).

1. Trail and Nature Lore Games - competitions by Patrol _____ Led by _____

AT THE CAMPSITE

Careful selection - weather protection - drainage - sleeping comfort - lack of
 hazards.

1. Put into practice a **pre-determined** organization of outdoor living by Patrols under
 Patrol Leadership (See Scoutmasters' Handbook)

Checked by SPL or Troop Leader

Wood and Fire Detail _____

Cooking Detail _____

Water Detail _____

Sanitary Detail (latrine, etc.) _____

Clean-up Detail _____

(after each meal wash pots and pans - clean kitchen area, burn garbage, bury tin cans,
 protect food supply).

2. Program - Games - Scoutercraft - Campercraft - Swimming (Eight Defense Plan) - Campfire -
 Stunts - Singing - Ceremonies - (See Scoutmasters', Patrol Leaders' and Boys' Handbooks
 also Scout Field Book).

List Program Events _____

Led by _____

OUT OF CAMP TRIPS PROGRAM PLANNING

PAGE 2

BEFORE LEAVING

Here is where a Patrol and Troop proves its worth - complete clean-up - fire out - (dead out) - latrine completely covered and equipment cleaned and properly packed - Inspected by _____. Boys' stockings and feet okay? _____

RETURN TRIP

1. Trail Games - Nature Lore - (after each rest period - have different Patrol lead). STAY TOGETHER. Led by _____

Come into Camp singing - favorite Troop song

AT CAMP

Check List

- Check in with Ranger
Return all borrowed equipment (so another Troop may use it)
Check every Scout's physical condition - see Health Officer
If possible, shower and rest periods in order

AT A TROOP CAMPFIRE OR A TROOP MEETING

- Follow up by a story - each Scout taking part, telling hike experience
- How can we improve on the last trip?
- What other hike activities can we do to have more fun?
- Recognition ceremony for those who have achieved Advancement - "O" Book - Scout Requirements, etc.
- When shall we take another trip? (the Scout's answer will tell you Mr. Troop Leader is you were successful).

TURN THIS PROGRAM INTO COORDINATOR

FOR CREDIT ON THE OWASIPPE TROOP AWARD

F. 212b (600-53) Used by Troops planning an overnight hike or canoe trip
Ranger Manual

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4. All Owasippe Camp equipment lost or damaged is to be paid for by the individuals to whom they were loaned. See price list of Administration Director. Clerk to give receipt and make report on daily return to the Owasippe Office.
5. Plan with the Ranger Craftsman for assistance in pack, tent, or pack frame making for Troop's own use. Also tin can cook kit making - using empty cans from the dining hall which have been thoroughly washed before starting work.
6. Check OUT and IN with Ranger, as to destination and on what trails hikes are to be taken. This means all hikes - buddy, Patrol, Troop, etc. This will be of great aid in locating campers who become lost. Also, in locating Scouts for long distance telephone calls.

ON THE HIKE

On the Hike - develop an interesting schedule of Fun and Adventure, give the hike a name - not just a boring walk or an endurance contest. (See Smith's "Games and Recreational Methods"; Smith's "Games and Game Leadership"; Scoutmasters' Handbook, and Patrol Leaders' Handbook.)

1. Distance and Pace should be determined by several factors, such as weather, limitations of those in the group (let the slowest set the pace) purpose of the hike. It has been suggested that 25 minutes hiking with a 5-minute rest period is a good proportion. Leaders should check complaints or look for signs of sore feet, pack adjustments, etc.
2. Hike formation .. single file .. A leader of good judgment should be in front followed by Patrols - headed by Patrol Leaders. Scoutmaster should follow in the rear. Keep together at all times. Stay on the trails - keep off well travelled roads. Suggest use of the buddy system.
3. Encourage questions along the trail regarding Nature Lore. (See "Adventuring in Nature"), legendary spots (See Owasippe Legends), marching songs, etc.
4. Be alert to poison ivy.
5. Water drinking only under supervision. Water purification (see Scoutmasters' Handbook, or Boys' Handbook).
6. Good Neighbor Policy -- Common courtesy on the road or trails should be expected. Leaders should set the example. Obey all signs of "No trespassing", etc. A cheery "hello" and a smile will be a sure sign that you will be welcomed over the same trail again. See page 4 for "Out of Bounds" properties.

Fences are put up to keep somebody out or something in. Avoid climbing them. If permission is granted to cross a field, use the gates, being sure to close them after you.

Ranger Manual

Crossing planted fields destroys crops. Apparently deserted buildings belong to someone. Scouts do not destroy property.

7. Rest Periods ... Have them all planned in advance so that they are interesting discussions instead of periods of complete collapse.

AT YOUR DESTINATION

CAMPSITE ... (See B.S.A. Reference Books - also Form 212)

1. CAREFUL SELECTION INCLUDES

- a. Proper weather protection
- b. Good drainage
- c. Ample wood supply which is dead or fallen
- d. Absence of hazards, i.e., windfalls, forest fire dangers
- e. Sleeping comfort

Never start putting up camp until you've decided upon the lay-out. This avoids extra work later.

2. UPON ARRIVAL AT CAMPSITE assign and explain a pre-determined organization of outdoor living by Patrols. Choose locations for tents and Patrol kitchens. Patrol Leaders in charge.

- a. Wood and Fire detail - Responsible for fires and the gathering of firewood. Pitch shelters and prepare beds as soon as possible. Do not unroll blankets until bedtime.

- b. Cooking detail - should include Scouts desiring cooking knowledge and food preparation such as Cooking Merit Badge, First and Second Class cooking.

- 1. Set up a camp kitchen
- 2. Put water on to boil
- 3. Before eating, put dishwater on to heat

Pitch shelters and prepare beds as soon as possible. Do not unroll blankets until bedtime. Avoid ditches.

- c. Water Detail - Get water from the spring, pump or from the five gallon cans. Careful sanitary handling.

Care of pumps - Handles break easily. If necessary, prime pump with only clean approved water from canteens. Pump stale water out of the stand pipe for at least five minutes. Pump long full strokes - you get more water easier than the short chopping strokes. Personal and dishwashing at least 100 feet from down slope from the pump to prevent water contamination. Wash away from pump.

When finished put up shelters and prepare for the night. Do not unroll blankets until bedtime. See B.S.A. Reference materials.

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d. Sanitary detail

1. Latrines .. Straddle trench. Dig in a well screened spot, one trench shovel side, and one trench shovel deep. For length allow six inches back from the edge of the trench. Shift some dirt over the fecal matter each time to keep the flies away. Completely cover over trench before leaving campsite. Mark it FOULED GROUND.
2. Garbage - Burn it to prevent flies and rodents.
3. Smash and burn coating off tin cans - then bury.
4. When finished, put up shelters and prepare for the night. Do not unroll blankets until bedtime.

3. Clean-up Detail

1. First, put up shelters and prepare for the night. Do not unroll blankets until bedtime.
2. After each meal, they wash pots and pans, clean up the kitchen area, burn garbage, pour dishwater in hole and cover, avoid flies, etc. Protect food properly for the night by wrapping in canvas and possibly suspending from tree.
3. Police entire area. (Ranger should check this, failure of a Troop to clean up an area should be reported to the Camp Director as soon as possible).

NOTE - Dishwashing may be by individuals, or two campers for each Patrol.

Small groups on hikes and camping-outs may combine many of these details. Let it be determined that all shelters and beds should be made before eating, with the exception of the cooks. Do not unroll blankets until bedtime. Senior Patrol Leaders or Assistant Scoutmaster should check these for comfort and weather.

Food distribution should be fair and equal. Allow plenty of food for proper eating of firsts before issuing seconds.

After eating, the same leaders to check unfinished shelters and beds. Care of equipment - proper night comfort will give the leaders and campers a pleasant return trip.

EQUIPMENT MUST BE CLEANED ON TRAIL. NO CLEAN UP IN CAMP DISH RACK.

- f. Evening Program .. Camp fire should be light, plenty of fun, songs, yells, legends of the woods, with a little romantic nature lore thrown in, star gazing. The main theme is relaxation and rest.

Rigid observance of TAPs. This is one time when $9\frac{1}{2}$ hours of sleep is absolutely necessary. A fatigued camper is subjected to Polio - 'nuf said.

Ranger ManualTHE RETURN TRIP - F-212

Here is where a Leader proves his worth, making certain that the campsite is clean, fires are out, latrine pits are covered completely, and all equipment cleaned and packed.

Check boy's feet and stockings. Adjust packs.

It is wise to take a shorter or different route home, taking a slow, easy pace. Use the same hike information and STAY TOGETHER (Lost Scouts are hard to find).

Upon arriving at camp -- check in with Ranger, return equipment. A good leader will check each boy for even slight scratches or injuries and make sure they see the Camp Medical Officer. He will insist that the boys have a rest period.

Return borrowed hike equipment and food in clean and good order, immediately upon return to camp so that another Troop may use it. LOST EQUIPMENT MUST BE PAID FOR.

After the hike at a Troop Campfire in Camp

- a. follow up by a story - each Scout taking part
- b. how can we improve on the last hike?
- c. what other activities can we do, to have more fun?
- d. when shall we take another hike?

NATURE GAMES ON THE TRAILINFORMATION PLEASE

About three minutes before a rest period instruct every Scout to secure some specimen of plant, insect, reptile or other living creature. Then at the rest period all gather round, and have each Scout tell all he knows about the specimen, its name, practical value, etc. Supplement each Scout's remarks with a group discussion about the item. Before you know it, everyone will be thoroughly rested and ready to hit the trail with enthusiasm.

KING OF THE TRAIL

At intervals along the trail call out the name of a tree fairly common in the vicinity. As soon as the name is called the Scouts scatter to locate the named tree. As soon as one Scout finds such a tree, he calls his Patrol to him. The first Patrol to assemble under the same tree gets the privilege of being King of the Trail and they act as the lead Patrol until deposed.

NEW NOISES

Troop hikes single file in total silence and the first Scout to identify a wood's sound correctly takes his place at the front of the line. The next noise identified must be different from the first identified and so on. Each Scout who identifies a new noise leads the Troop until another new sound is called correctly.

Ranger ManualADVANCEMENT COMMITTEE INSTRUCTIONS FOR OWASIPPE 1953

1. Board of Review for Second and First Class Rank shall be limited to those Troops who have their Troop Board of Review in Camp.

2. APPROVED MERIT BADGES FOR ALL OWASIPPE CAMPS

The Merit Badges listed below may be completed at Camp if properly qualified counselors are present. Completed badges, signed by the Counselor, will be given to your Unit Leader at Camp for his signature and forwarding to the Chicago Council Record Service.

These Merit Badges may be earned by all Scouts, Second Class and above with this exception: the badges marked with an asterisk (*) may not be earned by a Second Class Scout unless he has completed the First Class Scoutercraft requirement or requirements related to the badge desired. The necessary First Class requirements are listed after the Merit Badge. It shall be the responsibility of the Unit Leader in Camp to certify that a Scout in his Troop is qualified according to the above National ruling.

Archery	Hiking	Rocks & Minerals
*Astronomy (none)	Indian Lore	*Rowing (5, Swimming)
Bird Study	Leatherwork	*Surveying (2)
*Camping (1a, 1b, 3, 7)	*Life Saving (Swimming, 5)	*Swimming (5)
*Canoeing (Swimming, 5)	Nature	Weather
*Cooking (4)	*Pioneering (3a, 3b)	Wild Life Management
Fishing	Personal Fitness	Woodcarving
Geology	Public Health	Soil & Water Conservation (except req. #2)
		Zoology (5)

3. Scout Life Guard must be First Class or Explorer equivalent and hold Swimming, Rowing and Life Saving Merit Badges. Unit Leader in Camp must certify in writing that the Scout in his Troop is qualified. Certification must be stapled to the Scout Life Guard application.
4. Partial completion of a Merit Badge or Scout Life Guard may be certified by an approved Merit Badge Counselor (See Form No. 187)

NOTE: All Counselors and Staffmen MUST use Check List for Merit Badges (Form 192). Use it as a work sheet, keep it clean and neat. This Check List to be turned into the Clerk with period reports. He shall summarize and correct the reports according to the Check Lists - supervised by the Administration Director.

All reports and check lists shall be given to the Chief Clerk at the Owasippe Office, who in turn shall check the reports, and send the Check Lists to Chicago.

Approved: Advancement Committee, Chicago Council, Boy Scouts
of America, March 10, 1953

Ranger ManualTREE TAG

A good game is at a stop-over spot. It's the old game of tag using White Oaks (or any common tree) for safety islands. No Scouts may be tagged if he is in contact with a White Oak.

Other suggestions can be found in:

- a. Nature Games by William Vinal - Humphre Press - 10¢
- b. Nature Recreation by William Vinal - McGraw Hill - \$3.00
- c. Games & Recreational Methods by Charles F. Smith, BSA - \$2.00
- d. Scoutmasters' Handbook

The best nature games can come out of your own imagination. Try it!

GENERAL PROGRAM

Beside your specific assignment participate or give leadership, as needs may arise, in general and special activities of the camping service.

Scoutcraft meets	Religious Services & Contact-men
Troop Campfires	Troop Retreats or Formal Assemblies
Stunt Nights	Troop Night Games
Camp Board of Review	Aquatic Meets
Special Trips, Farm Aid, Canoe, etc.	
Observance of the Quiet Hour - both person and department	
Create attitude of respect for neighbors and their property	
Attendance and constructive participation in all Staff Meetings	
Act as table leader and assist in dining hall programs at meals.	
Serve as a Troop Guide	
Stay at your table until final dismissal from the Dining Hall	
Assist in Family Camp Program when requested by your Camp Director	

A WORD ABOUT PERSON AND PERSONAL QUARTERS

1. Grounds, tents, belongings to be neat, clean and orderly.
2. Example must be a credit to the Camp and the Camper. Person and clothes must be clean, conduct must be wholesome. Be ON TIME to meals.
3. If you smoke, please confine it to your quarters or the "Smoke Trail".
4. Arrange for your time-off schedule with your Camp Director. Make it a time of re-creation not "wreck-creation", thus keeping yourself fit, both physically and mentally. If possible, get away from Camp. Time off is not accumulative - one afternoon and one evening per week is the usual allowance.
5. Should difficulties occur in performance of duty or with personnel, your Camp Director will be happy to aid you.

Ranger ManualRECORDS AND REPORTS

1. During Period - It is suggested to keep accumulated records during the period. This will facilitate end of period and end of season reports. See Form 131 as to what is needed.

2. Suggested List of Forms

- 40 Merit Badge Certificate - awarded at camp upon completion of a MB
- 41 Scoutmaster's Food Requisition - for hikes and canoe trips
- 42 Hiking Menus - for use on hikes and canoe trips
- 57 Trees Found at Owasippe - A listing that a camper may keep. This may be signed for an official record of the camper.
- 58 Activities Schedule - for Troop and departmental use - to tell when and what is to happen.
- 80 Owasippe Honor Booklet - to stimulate good camping activities
- 89 Owasippe Trails - direct hikers to go on the trails
- 111 Birds Found at Owasippe - a listing that campers may keep
This may be signed as an official record for the camper
- 114 Check in and out lists
- 121 Owasippe Troop Award - stimulate Troop Camping
- 131 Ranger Report - for reporting achievements of department end of period and season summary
- 138 Canoe Trip Instruction and Personnel List
- 145 Canoe Trip Understandings
- 158 Bird Outlines - to assist camper to get a full picture of the bird he is observing
- 179 Adult Leader's Certificate
 - 1. Awarded for satisfactory Two Weeks in Camp - as a Troop Leader
 - 2. Awarded for completion of Specialty Course - Aquatic, Craft and Nature
- 187 Partial completion of 1st, 2nd Class and Merit Badge, when only part of Merit Badge is completed or when a camper leaves an exhibit in camp.
- 192 Merit Badge Check List - used by the staff for any Merit Badge as a work sheet, checking off requirements when complete - give to Clerk at end of period
- 212 Hiking Hints to Scoutleaders - useful suggestions for Leaders on Troop hike
- 213 Troop Hikemaster's Check Out List - for use of the Troops checking out of camp in case of:
 - 1. Long Distance telephone calls
 - 2. Get Troop back to camp in case of bad storms
 - 3. Lost boy hunts
- 233 Adult Leader Specialty Course in Craft - to train leader to lead Troop in a Craft experience.
- 234 Adult Leader Specialty Course in Nature - to train Leader to lead Troop in a Nature experience.
- 239 Hiking equipment record - record of hiking gear loaned to a Troop. Aids in equipment being returned.

Ranger ManualEND OF PERIOD REPORT - Print or type carefully

1. Ranger Report - Form 131 - duplicate copies is due to Camp Clerk for his verification and Administration Director's approval immediately after boys leave camp.
2. Check your population, Merit Badges awarded, specialty courses completed, and Owasippe Awards with your Camp Clerk. They must agree with Clerk's Form 167.
3. A corrected copy of Form 131 will be returned to you for safekeeping, and will help in making your season summary.

DURING THIRD PERIOD - Suggested Revisions of the following are due to the Owasippe Office by the tenth day of the third period in care of the Program Director of the Owasippe Scout Camps.

1. Ranger Manual with suggested revisions written in.
2. Camp Honor's Booklet with suggested revisions written in.
3. Ranger Form List with suggested revisions written in. If a form is not used, tell us why, so we may drop it if it does not serve its purpose.

END OF SEASON REPORT (Please print or type carefully)

1. Ranger Summary Report - use Form 131 is due to Camp Clerk for his verification and Administration Director's approval immediately following the evening meal after the boys leave Camp. This can be done very easily, by keeping your corrected copies of the period reports. It then becomes a simple matter of addition.
2. Final Equipment Inventories - duplicate copies - one inside cover of box and one to the Owasippe Office. Form 115 - Ranger Inventory is due at the Owasippe Office, care of Program Director of the Owasippe Scout Camps on the second day after boys leave camp. Include all usable materials, tools, gear exhibits. All books and pamphlets should be inventoried on proper forms and given to Administration Director for storage.
3. Make a written Final Report of procedure, training, recommendations, working schedules as per suggested outline given by your Camp Director. Meet his deadline so it may be included in his report. Remember this report is due before he leaves Camp.

CLOSING CAMP INSTRUCTIONS

1. Follow special instructions carefully.
2. Release live specimens, unless otherwise instructed.
3. Help to take down tents, stack tent floors, put away watercraft, and otherwise assist in closing camp for the season as may be instructed by your Camp Director.

Ranger Manual

Revised as of March 1, 1953 by Ranger Staff of 1952

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Eugene Levine, Stuart

Alan Johnson, West
Dan Accetturo, Wilderness

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